

Nintendo ENTERTAINMENT SYSTEM



TECMO™

THE SECRET

This game is
LICENSED BY NINTENDO
FOR PLAY ON THE

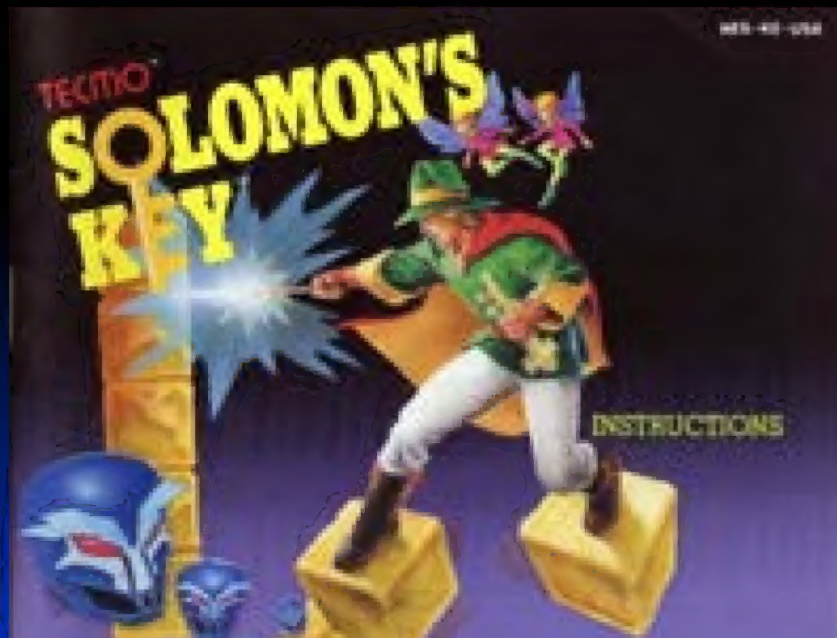
Nintendo

ENTERTAINMENT
SYSTEM™

Super Mario

© 1985 Nintendo

Nintendo ENTERTAINMENT SYSTEM




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Thank you for selecting the fun-filled "SOLOMON'S KEY" game pak by TECMO, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the steps for proper instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

- 1) Avoid subjecting this high precision game pak to extreme temperature variations and tremendous shock. Furthermore, never attempt to disassemble your game pak.
 - 2) Do avoid touching terminal connections, and keep clean by inserting game pak in protective storage slot.
 - 3) Use of chemicals, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
 - 4) For best results, place the game a distance away from your television set.
 - 5) Pause for 10-15 minutes after 2 hours of more of continuous game playing. This will extend the performance of your game pak.
- * Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

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1. PROLOGUE

Long, long ago the world was in a state of chaos, where demons caused evil & tormented all. That changed when Solomon, a great king & magician, invented a magical formula which he wrote inside a secret book called "Solomon's Key". This book created and sealed away all evil demons into a constellation cage which was hidden. "Solomon's Key" restored light and peace to the world. Upon hearing this legend, a tacit monk searched for a long period of time to find "Solomon's Key". After locating the constellation sign, he discovers the "Key". Once in his grasp many dreadful demons were freed from the magical power of this book. The world was brought back to chaos and darkness. Everything on earth was now under control by the demons just like the pre-creation days. King Yutra from the fairyland called "Lyra", ordered the wizard, Dora to restore order back to the world. Dora accepted this mission and stepped into the forbidden land of the "Constellation Sign".

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2. HOW TO OPERATE THE CONTROLLER

- NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS
- THIS GAME IS ONLY A(1) PLAYER GAME!

Control pad - Use to control



• SELECT BUTTON

Not used.

• START BUTTON

Pressing this button starts the game (Press function). Pressing the start button during the game causes the game to be stopped temporarily. And pressing it again restarts the game.

OPERATION FOR DANA

• D-PAD



*Oblique operation allows oblique jump or enables fast, smooth in accelerated movement.

- (A) button: Screen appearing/disappearing maps used (See page 6.)
- (B) button: First last maps used. (See page 7.)

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C BUTTON



In order to make the
C button work, press down the
button and move it
continuously.

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(A) BUTTON USED FOR STONE.....

This function permits the appearance and the disappearance of the brown colored stone. Whereas the white stones cannot be moved and no stone is allowed to appear at the point of demons' soul.



1. Usually a stone appears in front of them when you push the (A) button.



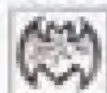
2. When Dams encounters a stone appears or disappears. Before that when you push the (A) button.



3. When jumping, a stone appears in what circumstances when you push the (A) button.



4. If you use the magic (Sword) on the floating fire called "Burst", the floating power disappears. In that it is used, used for a short period of time.



5. The demon's soul makes the stone appearing/disappearing magic (A) button ineffective.

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B BUTTON (FIRE BALL MAGIC)

Pressing this  button causes a fiery fireball to be thrown. The enemy will be covered with flames and die.

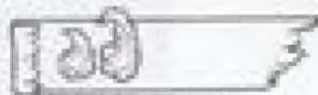


* A fireball moves along straight. It disappears when it touches against the enemy.



* A super fireball will burn out enemy enemy in 1/2's each.

* You can throw fireballs by using up a bar called "Flames". But how in most cases the capacity is limited by the length of a screen in the upper corner on the right hand side. These flames you see



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3. HOW TO PLAY THE GAME

• CLEARING METHOD



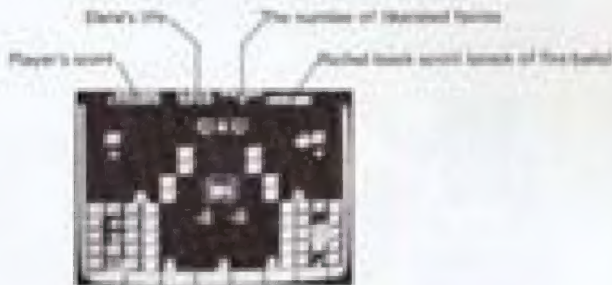
The constellation sign consists of 50 rooms which communicate with each other through doors. Obtaining a key allows a door to be opened. And going into a room with an opened door, Dora can go to the next room. In some rooms, the key is hidden in a stone.



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* LIFE AND BONUS

You may think that all you have to do is to simply obtain Bowser's Key and go to play the next round! But there's no time to relax yet. You can see a character called "LIFE" in the upper part of the display screen. The "LIFE" displays refers to the remaining lives of Dora. The constellation sign is full of magical powers which absorb Dora's life. Dora must succeed in order to free the fairies who will give you extra life and bonus!

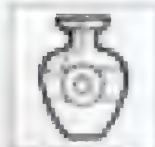


4. MAGIC ITEMS

There are 12 kinds of items, from the most useful kind of items, from the beginning. Other kinds of items are hidden in places that require a lot of time to reach after being taken out and used. The items are used to solve some special kinds of magical items in the game.



1. Magic Bottle
This is a small, rounded glass bottle with a stopper. It is used to hold a small amount of liquid, such as a potion or a spell.



2. Magic Wand
This is a long, thin wand with a circular gem at the tip. It is used to cast spells and perform magical rituals.



3. Magic Ring
This is a small, ornate ring with a gemstone. It is used to enhance the wearer's magical abilities and provide protection.

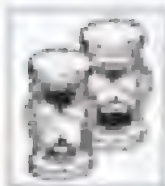


4. Magic Orb
This is a large, glowing sphere of light. It is used to store and release powerful magical energy.



5. Magic Potion
This is a small, dark bottle with a label. It is used to restore health and vitality to the user.

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2 Bottles of Water
 The first bottle of water is the most important. It is the only one that can be used to refill the other bottles. The second bottle is the most important. It is the only one that can be used to refill the other bottles.



4 Bottles of Water
 The first bottle of water is the most important. It is the only one that can be used to refill the other bottles. The second bottle is the most important. It is the only one that can be used to refill the other bottles.



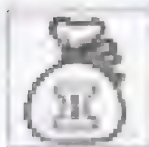
1 Bell of Water
 The first bottle of water is the most important. It is the only one that can be used to refill the other bottles. The second bottle is the most important. It is the only one that can be used to refill the other bottles.



ally



1 Bottle of Water
 The first bottle of water is the most important. It is the only one that can be used to refill the other bottles. The second bottle is the most important. It is the only one that can be used to refill the other bottles.



1 Coin
 The most basic of all items, the coin is used to purchase items and to enter levels. It is found in many places, including the treasure chest, the secret chest, and the secret chest.



1 Ring
 The ring is a special item that can be used to enter levels. It is found in many places, including the treasure chest, the secret chest, and the secret chest.



4 Coins
 The 4 coins are a special item that can be used to enter levels. It is found in many places, including the treasure chest, the secret chest, and the secret chest.



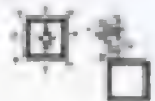
8 ULTRA-TECHNIQUES

There are a great number of techniques and secrets in this game. It's great fun to find out how to use them. Here are 8 of the most special techniques in this game. You can find them in the secret chest.

Example 1:
 The first technique is the "Secret Chest" technique. It is a special technique that can be used to enter the secret chest. It is found in the secret chest.



Example 2:
 The second technique is the "Secret Chest" technique. It is a special technique that can be used to enter the secret chest. It is found in the secret chest.



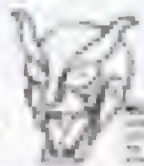
Example 3:
 The third technique is the "Secret Chest" technique. It is a special technique that can be used to enter the secret chest. It is found in the secret chest.



5. DEMONS AMBUSHING DANA



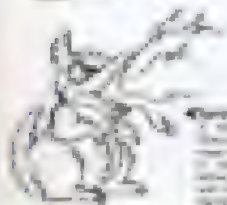
Demon's head
The demon's head is the first enemy you will encounter in the game. It is a simple, round head with a single eye and a small mouth.



The demon's head is the first enemy you will encounter in the game. It is a simple, round head with a single eye and a small mouth.



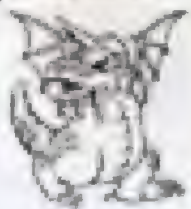
The demon is a large, muscular creature with a single eye and a small mouth. It is the second enemy you will encounter in the game.



The demon is a large, muscular creature with a single eye and a small mouth. It is the second enemy you will encounter in the game.



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1. Ghost

The ghost is a common enemy in the game. It is a simple enemy that can be defeated by a single hit. It is a common enemy that can be defeated by a single hit.



2. Bat

The bat is a common enemy in the game. It is a simple enemy that can be defeated by a single hit. It is a common enemy that can be defeated by a single hit.



3. Head monster

The head monster is a common enemy in the game. It is a simple enemy that can be defeated by a single hit. It is a common enemy that can be defeated by a single hit.



4. Spinning ball

The spinning ball is a common enemy in the game. It is a simple enemy that can be defeated by a single hit. It is a common enemy that can be defeated by a single hit.



5. Snake

The snake is a common enemy in the game. It is a simple enemy that can be defeated by a single hit. It is a common enemy that can be defeated by a single hit.

6. EPILOGUE

1. The first step is to identify the problem or question that needs to be answered. This involves understanding the context and the specific requirements of the task.

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1. The first step in the process of identifying a problem is to define the problem and then to determine the scope of the problem. This involves identifying the specific area of concern and the range of possible causes.

History of Instrument in Use

[illegible]

Files generated at the end of the run are:

The Director of the Film Fund is asked to be more personally participatory in the administration of the fund. It is further recommended that an advisory board, the results of the various meetings will result the board to be held collectively. It is suggested that every challenge come with good reasoning, requiring that the board be in the right and not forget the fact of public opinion.



7. GAME DEVIATION VALUE (G.D.V.)

Your game deviation value is displayed on the screen when the game is either over, or you finish the game to its end. This method of evaluation is groundbreaking in that your abilities are properly analyzed and synthetically computed. Ability estimation in terms of only score has fallen behind the times. G.D.V. permits simultaneous estimation of various techniques besides contemporary scores.

What on earth is the ultimate game deviation value?
How about you? Do you understand this advanced concept?

This instruction manual does not explain everything about "Solomon's Key". It leaves much to be devised by you. Try to find your own creative techniques to get a high deviation value. There is no alternative but to make every effort in order to get satisfactory results. We hope you will succeed. Even if you call us to ask for answers, we make it a rule not to tell all our secrets... You must develop your game skills on your own!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Increase the distance with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio — TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 204-080 002-60-4.

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SPECIAL BONUS OFFER

Collect the TECMO Game pak I.D. Badges for SOLOMON'S KEY and send them when you've collected a total 5 TECMO game pak I.D. Badges, you can stick them with the enclosed stick-on seal and mail in to TECMO in order to receive Special bonus offer -- It will be a gift you will love to share with your family and friends! For more information contact the TECMO, Inc., "Computer Division Hotline", 1 (800) 451-8842.

MAIL DIRECTLY TO TECMO, INC.

ADDRESS LISTED

BELOW



Collect these and
other five games from

TECMO

SEND
TO

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CHRY, IL 60516

Note: You must write down your name and address on the enclosed seal with black letters or by hand-writing and mail together with STICK-ON SEAL, in order to receive a surprised gift properly.

OFFICIAL I.D. BADGE →

